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Class Complex

private double a ;  // real part
private double b ;  // imaginary part
private double i ;

public Complex ( double real , im )  //i
 {
   a = real ;
   b = im ;
 }

public Complex ()  //ii
 {
   a = 0 ;
   b = 0
   i = 0 + i * 0 ;  // complex no
 }

public Complex ( double real )  //iii
 {
   a = real + i * 0 ;
 }

public Complex ( Complex obj )  //iv
 {
   a = obj . a ;
   b = obj . b ;
   i = obj . i ;
 }

// v
public Seta(int real)
 {
   a = real ;
 }
public Setb( int im )
 {
   b = im ;
 }
public double getreal()
 {
   return a ;
 }
public double getim( )
 {
   return b ;
 }
public Setab ( int real , int im )
 {
   a = real ;
   b = im ;
 }
public Complex add ( Complex n1 ) // vi
 {
   Complex n3 = new Complex () ;
   n3.a = a + n1.a ;
   n3.b = b + n1.b ;
   return n3 ;
 }
public static Complex add (Complex n1 ,
   Complex n2 )  // vii
 {
   Complex n3 = new Complex() ;
   double na = n1.getreal() + n2.getreal() ;
   double nb = n1.getim() + n2.getim() ;
   n3.seta (na) ;
   n3.setb (nb) ;
   return n3 ;
 }
public Compex subtract ( Complex n1 ) // viii
 {
   Complex n3 = new Complex() ;
   n3.a = a - n1.getreal() ;
   n3.b = b - n1.getim() ;
   return n3 ;
 }
public Compex multiply ( Complex n1 ) // ix
 {
   Complex n3 = new Complex() ;
   double na = (a * n1.a) - (b * n1.b) ;
   double nb = (a * n1.b) + (b * n1.a) ;
   n3.seta(na) ;
   n3.setb (nb) ;
   return n3 ;
 }
```

1.5
2
1.5
0.5
1.5
4
3
3
3
3